

Far North

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For the Far North of the [Western](#) and Eastern Continents see the following articles: *Far North (Western Continent)*, *Far North (Eastern Continent)*

The **Far North**, also known as the **Distant North** or the **Land of Short Days**, is a region of the [Old Continent](#) that stretches from the Dragon Mountains in the south to the [Great Glacier](#) (Elder Speech: *Ard Ghel*) in the north. It is characterized by conditions so harsh that few peoples from south of the Dragon Mountains have dared to colonize it, with the notable exceptions of the Skelligers during the early days of [western coast](#) colonization, the Republic of [Nemet](#), and the Kingdom of Kaedwen in its search for additional territory.

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Far North



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Country	Various

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Region

The northernmost part of the
Old Continent

Climate

The climate of the Far North, despite what one might assume, is varied. It ranges from oceanic conditions in the region of **Nyrvinland** (thanks to the presence of its lakes) and **Kwanland** (due to reaching the eastern coast), through humid continental and subarctic climates, and ultimately to arctic conditions. However, the first two climate zones see their territory reduced with each passing year, due to the slow yet unstoppable advance of Ard Ghel.

Demographics and Peoples

The most populated areas of the Far North, (as far as is known) are found in the south, such as Nyrvinland and similar territories, probably due to climatic reasons. The land, despite what one might assume, is quite diverse. Human populations range from darker skin tones, as seen among the [Weska](#) people, to much paler, some of them, with almost albinistic tones, often accompanied by traits such as epicanthic folds as one moves farther north into the Far North proper.

The founding of Nemet also brought dwarves into the region, and consequently led to the existence of half-dwarves. It is also likely—though not known with certainty, given that the area is inhabited by the [Aen Ghele](#)—that half-elves may have emerged as well, not so much within the strict kingdoms of the Aen Ghele themselves, but rather among their tribes, through pacts with human tribes. This would explain the presence of black hair among some Aen Ghele.

The exact number of people inhabiting the region is, naturally, unknown. However, speculation suggests that, given the harshness of the Far North, the population is likely no greater than what one would find in a hot desert.

Extent

The Far North region stretches from the most northwestern tip of the Old Continent — the [Maehyn Peninsula](#) (with the Dragon Mountains continuing beneath the sea) — to its most northeastern point, Meceh Sper.

Fauna and Flora

The region is famous — or rather infamous — for being inhabited by mammoths and white dragons adapted to hunting them (which is why the latter can no longer be considered monsters, having established a clear ecological niche). Alongside this megafauna, there are also large mammals adapted to extreme cold, such as polar bears, reindeer



(caribou), musk oxen, arctic wolves, arctic foxes, and lemmings, as well as seals, walruses, belugas, and narwhals in the surrounding seas. Migratory birds are also present, including the snowy owl and the arctic tern.



As for flora, it is scarce due to the extreme climate that dominates most of the region (permafrost, cold temperatures, and low precipitation). Vegetation is composed mainly of lichens, mosses, grasses, sedges, and dwarf shrubs such as dwarf willows and dwarf birches. Further south, taiga can be found, along with certain climatic exceptions caused by the presence of lakes. As one travels farther north toward Ard Ghel, the climate becomes increasingly hostile, flora becomes almost nonexistent, and the remaining fauna far more aggressive. Only the strongest animals — or, in many cases, monsters brought by the [Conjunctions](#) — are capable of surviving.

Geography

The Far North can be considered a world unto itself, with a geography as varied as that of the lands to the south. The only notable differences are that, instead of deserts, there are frozen deserts; that forests are less diverse, as most consist of taiga; that the immense size of the Dragon Mountains would indicate that this area of the Old Continent was once separated and later collided with the rest of the continental mass; and, of course, the Great Glacier, home to the majority of the Aen Ghele elves, as well as white and [silver dragons](#), ice giants, and—if the accounts of Fabio Sachs' expedition to the Far North are to be believed—also yetis. These yetis are not the terrible, man-eating monsters described by the men of the Hengfors League, but rather sentient beings.

Political Geography

The only human states are found toward the south, most notably the duchy founded by Skelligers of [Nyrvinland](#), and the territories acquired by the Kingdom of Kaedwen, the most famous of these being the Duchy of Vespaden. As one moves closer to Ard Ghel, the only human presence that can be found consists of tribes and proto-states. The closest thing to a true human state — through the assimilation of human tribes within its territory — is the Republic of Nemet, the former state of the half-golden dragon, half-green dragon Saesenthesis, better

known as Saskia. In essence, this represents a relocation of the free-state project she attempted to found in Vergen, which ultimately failed. Its resemblance to a human polity stems from the lasting human influence left among the non-humans who accompanied her, as well as the assimilated human tribes.

Beyond this, the only polities to be found are the kingdoms and tribes founded by the Aen Ghele, that is, the Snow Elves.

History

Very Ancient Times

Much like what occurred in the Far South, the Far North was once a land far greener than it is today, with the difference that it did not undergo desertification, but rather cooling, due to the slow yet unstoppable advance of Ard Ghel, which ultimately transformed a considerable portion of the territory into a frozen wasteland.

Pre-Human Times

The Age of Dragons

The first sentient inhabitants of the Far North were almost certainly the silver dragons, who, according to Aen Ghele legends, are said to have built their civilization in a semi-subterranean manner in order to survive the lack of warmth, given their reptilian nature. This, in turn, inspired the elves who would later become the ancestors of the Aen Ghele to do something similar once they arrived in the territory.

Age of Migration

The Followers of the Winter Queen

At one point during the Age of Migration, the Aen Seidhe and the [Aen Elle](#) arrived in [Nátalam](#), possibly led by an elven navigator woman named Solryth. According to Aen Ithlinnespeath, the prophecy of the farseer Ithlinne, the world was doomed to perish in the [White Frost](#), a catastrophic event believed by most to represent an incoming ice age. According to the mainstream interpretation of the prophecy, as explained by the Aen Elle sage Avallac'h, the only hope for elven survival was to follow the [Swallow](#), destined to open the [Ard Gaeth](#) into another

reality, where the elves would wait until the world was reborn under the New Sun.

According to the recollection of events as told by the Aen Ghele millennia after the Age of Migration, the People of the Glaciers descend from those elves who followed a different interpretation of Aen Ithlinnespeath. The White Frost, they claim, is meant to doom only those who resist it — those who instead embrace it are destined to endure the eons of cold, to witness the New Sun, and to welcome their kinsmen returning with the Swallow as stewards of the thawing world.

The ancestors of the Aen Ghele, most likely Aen Seidhe, and later perhaps some Aen Taoide, were led into the arctic wastes during the Age of Migration by the first Winter Queen, an elven sage who entered the Para-Elemental Plane of Ice and survived. According to legend, she would pierce her chosen with shards of ice that compelled the struck elves to follow her north, where the thaw never comes.

Over the course of millennia, Aen Ghele colonies spread across Ard Ghel, slowly transforming into independent nations beneath the ice sheet at the top of the world. From time to time, individual elves and entire families, disillusioned with the harshness imposed by the royalty and the Aen Saevherne, would leave the glacier kingdoms and flee south, forming small tribes among the tundra, the taiga, and the drift ice, and sporadically establishing contact with Aen Seidhe and human nations. The southernmost areas where the People of the Glaciers once lived alongside the People of the Hills were Dogbane and what would later become today's Hengfors League.

The War Against the Dragons

At some point after their arrival in the arctic wastes of the world, the Snow Elves are said to have clashed with the dragons, fearing that these creatures, possessing far greater power, would eventually subjugate them. This conflict nearly drove the dragons to extinction, before peace was finally reached. As a result, silver dragons became a rarity comparable to that of their golden cousins, hunted by humans elsewhere in the world.

The Arrival of the Yetis

At some point after the arrival of the elves in the arctic wastes and the near extermination of the dragons, the ancestors of the yetis reached Ard Ghel. Their

place of origin is unknown, but based on gnomish and dwarven legends concerning certain monsters driven northward from the south during multiple conflicts, it is believed that they may have come from there. Some even suggest Mahakam as a possible origin, proposing that they were among its original inhabitants, as the monsters mentioned in those legends share many traits with later yetis.

After their arrival in the eternal cold, they settled in the outer regions of Ard Ghel, gradually evolving into what they would later become—possibly, if certain elven legends are to be believed, with some form of external assistance. This would help explain the emergence, during this process, of the quasi-symbiotic relationship that yetis maintain with the various nations of the Snow Elves.

The Arrival of Humans

In the [230s Before the Resurrection](#), as a result of the [First Conjunction of the Spheres](#), humans arrived in the world, appearing in different locations as the ancestors of the various groups that inhabit it today. One of these locations was the Far North, where humans quickly adapted to the environment, adopting a tribal and nomadic lifestyle (that later evolved in some cases in proto-states), likely due to factors such as the presence of monsters and by imitating those who had arrived earlier—namely, the elves.

The Arrival of the Skelligers

At the end of the 10th century, driven by a desire for glory and greater wealth, humans from the western coast—more specifically, a group of Skelligers—began to venture into the Far North. This led to the founding of the duchy of Nyrvinland (or Vinland, as it would later be erroneously known among the Nordlings) and to the emergence of a hybrid culture, after the islanders fought conflicts against the local inhabitants that ended in a stalemate, which eventually led the daughter of the Skelliger jarl married the chieftain of the locals they had encountered.

At some point during the expansion of the duchy to its current borders, and according to the semi-mythical Sagas of Amowō Kustalogklanen, the Nyrvinari are said to have explored various parts of the Far North, naming them with the suffix -land (meaning *land* both in Skelliger Jargon, [Common Nordling](#), and Nyrvine). These lands were said to be [Gotland](#), [Heluland](#), Jordland, [Kvenland](#), [Kwanland](#), [Markland](#), Bertangaland, Niflungaland, Tarlungaland, Túskaland, Valland, and Vendland.

Due to the semi-mythical nature of the sagas, the actual existence of these lands was not known with certainty until the Temerian explorer [Fabio Sachs](#), during his expedition to the Far North in the late 1280s, used some of these names to designate territories his party passed through, as they reminded him of the descriptions found in the sagas—thus confirming several of them within the collective imagination of the peoples of the western coast.

The Expansion of Kaedwen

A couple of decades after the founding and consolidation of the kingdom in the 11th century, Kaedwen began a series of colonization initiatives, establishing the marches, one of which was the Upper March, tasked with governing the current territory and its future expansions toward the Far North. At some point toward the end of the century, probably around the 1080s, the march grew so large that it was forced to split in two, giving rise to the vassal duchy of Vespaden.

This growth, however, would not last indefinitely. Further advances were halted both by the climate and by local resistance, including both human groups and the few Aen Ghele elves who lived farther south. As a result, by the 12th century, unlike other marches, this one remained largely unchanged.

Contacts between the Aen Ghele and Humans

Although there had already been contacts between humans and the Aen Ghele prior to the 1270s, such as those mentioned in the context of Kaedwen's expansion, these were nevertheless extremely sporadic and insignificant, belonging more to myth than to reality — tales of "*pale, snow-white elven savages who attacked from somewhere beyond the known horizon*" rather than documented encounters.

It was not until this decade of the 13th century
that this situation began to change. An
unconscious Aen Ghele woman was discovered by a Tammerforser trapper in the
taiga and transported to the tower of Tadrus Hen Lohsa, Niedamir's court
sorcerer, where she was placed in a glass tank and kept in a coma. Around the
same time, the [Griffin Witcher Ryvlyn of Sanzode](#) and his hansa reached the
southernmost parts of the Great Glacier, coming into contact with one of the
kingdoms present in the area.

By the 1280s, contacts increased further thanks to Fabio Sachs' expedition,

which ventured deeper into the Great Glacier itself. As a result, by the 1310s, contact between the two groups — and their mutual existence — had become moderately well known. This was due in part to the awakening from her coma of the woman from the glass tank, Glossbêss aw Foina Ryoch , who requested to see what she considered the “*Far South*” before returning home. To that end, Hen Lohsa hired another Griffin Witcher, [Putnam Pitch](#), to serve as her bodyguard during her travels of curiosity and on her eventual journey back to her homeland in the Far North.

The Expedition of Fabio Sachs

It was not until the late 1280s, as mentioned before, more specifically the period between 1286 and 1288, that the mists of ignorance surrounding the Far North began to lift considerably for the Nordlings. During this time, Fabio Sachs, a Temerian explorer, financed by the Crown of Kovir and emboldened by his previous expedition to the [Far East](#), organized a new journey toward the Far North.

Passing through Nyrvinland, the expedition crossed what the people of the duchy referred to as [Heluland](#), then what Sachs would name [Markland](#), followed later by [Kvenland](#), where the explorers interacted with the local Kvens and their proto-state. They then marched farther north toward Gotland, eventually reaching Nemet. From there, they advanced toward a new mountain range preceding the Great Glacier, the [Tuathasgia Mountains](#), so named due to a translation error while communicating with the local inhabitants, who likewise lived in proto-states, though only in the form of small villages.

At last, by the summer of 1288, the expedition penetrated deep into the interior of the Great Glacier, where its members nearly perished due to a combination of sleep deprivation, lack of supplies, and severe weather. They would not have survived had the expedition not been saved by a yeti, who guided them to the Aen Ghele kingdom of Cuddbell Teyrnas. In exchange for a series of favors, the Aen Ghele ultimately helped the explorers return home.

After his return and the publication of Fabio Sachs’ accounts, at least part of the region—as previously mentioned—was stripped of its veil of ignorance, ceasing to be *terra incognita* as it was relatively mapped by subsequent expeditions accompanied by cartographers. Nevertheless, it was never significantly settled, due both to the climate and to the dangers present there.

Monsters

The Far North, like other parts of the world, was not exempt from the appearance of monsters, whether they arrived from the south or simply emerged there during the Conjunction(s) of the Spheres. The only notable difference is that the sheer hostility of the environment ensured that only the strongest ultimately survived. Beyond white and silver dragons, ice elementals, and ice trolls, one may encounter vendigos, [vendigo spawn](#), [amaroks](#), [wulvers](#), valravens, drowners of frozen waters, wyrms in their many variants, [skogsren](#), yulecats, helhests, spirits such as valkyries and yokkas, glacier trolls, sjöfrus, vittras, along with marras, and many others besides.

Relations with the South

Relations with the south are minimal and are primarily commercial, and largely limited to interactions between humans for obvious reasons. The peoples of the Far North have proven to be as harsh and resilient as the environment they inhabit, which has prevented major conflicts from arising. Only states of the Northern Kingdoms such as Kovir, the Hengfors League, and Kaedwen experience such relations in any meaningful way, the latter especially due to the sheer size of its territory.

Even so, these relations are largely limited to sporadic contacts rather than continuous exchange, and many of them are directed toward Nyrvinland or Nemet rather than toward the peoples of the Far North themselves, as these are considered the last true “*bastions of civilization*” in the region.

Known Territories

From Northwest to Northeast

Regions

- [Dragon Mountains](#)
 - Meceh Sper

North Pole

Regions

- Great Glacier
- Tuathasgia Mountains (the last frontier before the Great Glacier)

Northwest

Countries

- Aen Ghele Kingdoms
- Duchy of Vinland
- Mayhen
- Republic of Nemet

Non-independent duchies

- Velhad[↗]

North East

Regions

- Bertangaland
- Gotland
- Heluland
- Jordland
- Kvenland
- Kwanland
- Markland
- Niflungaland
- Tarlungaland
- Túskaland
- Valland
- Vendland

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